GUNGRAVE™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

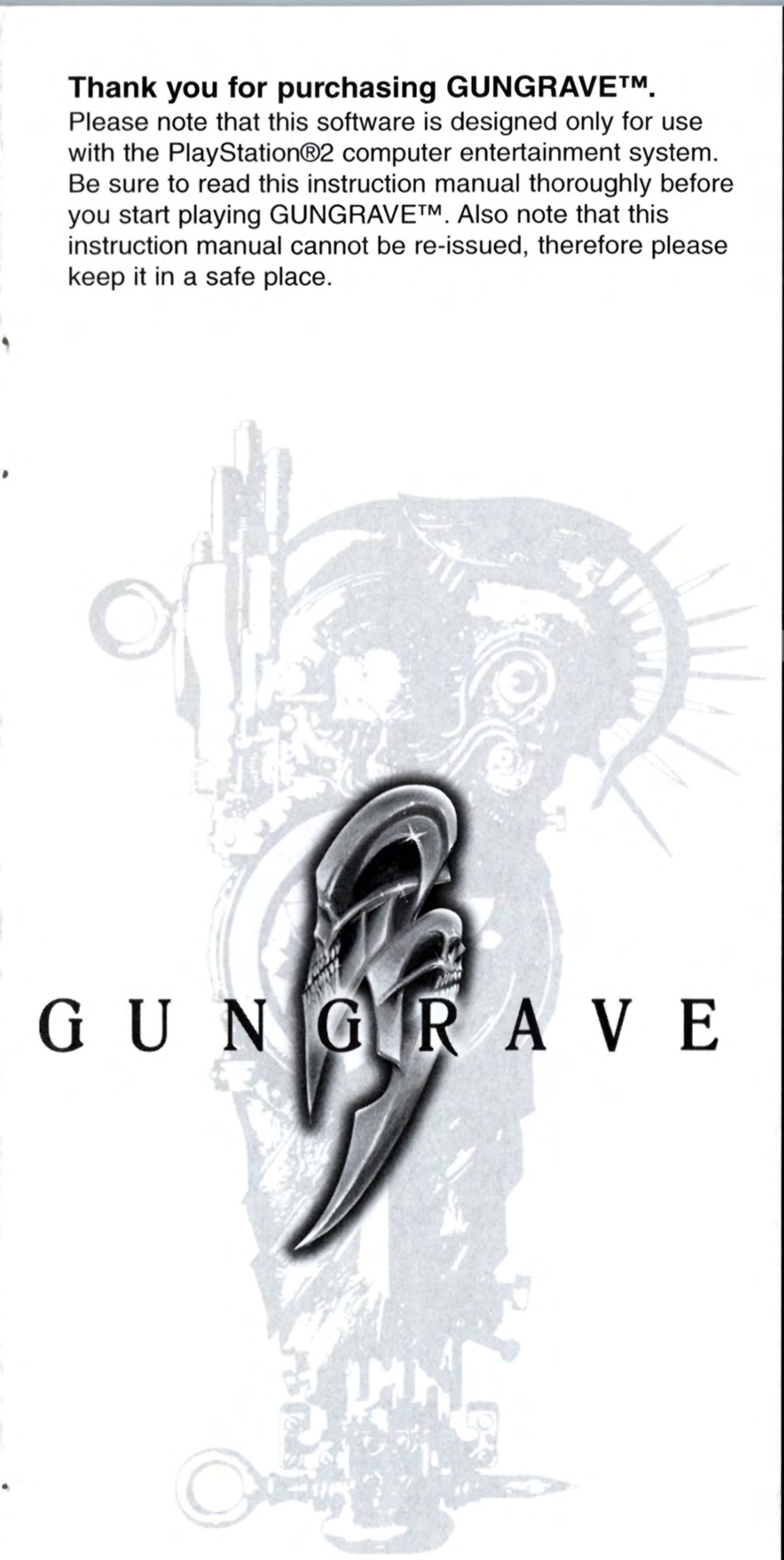
USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

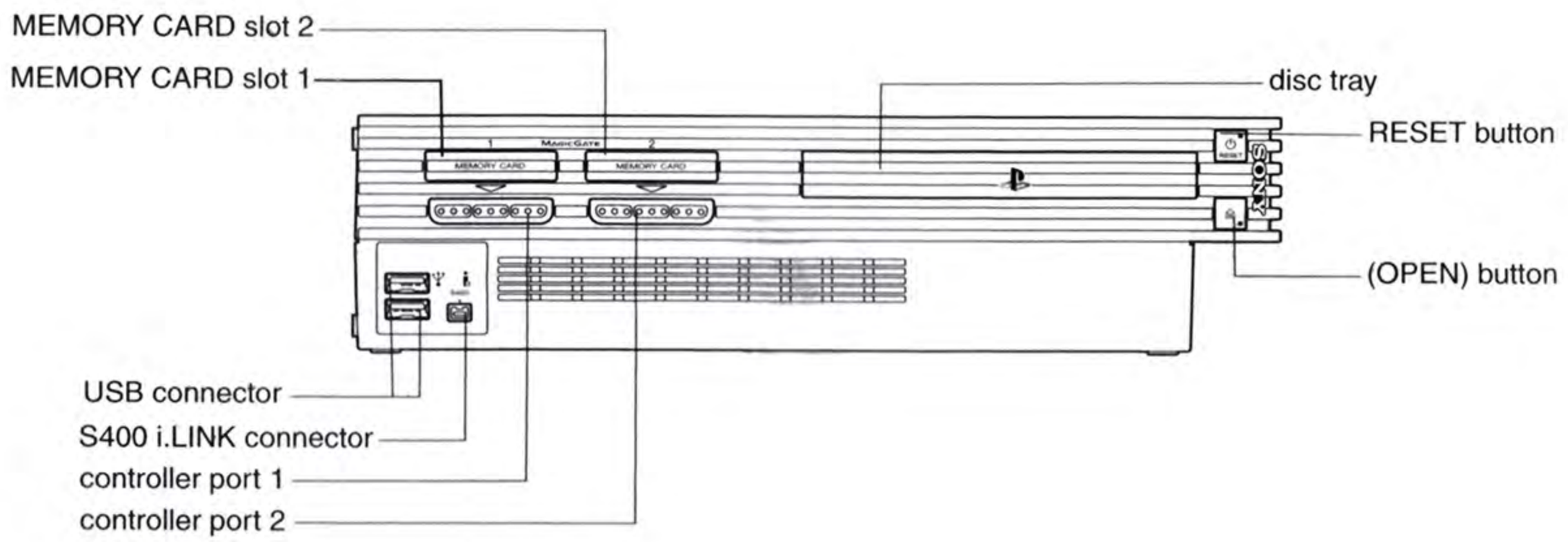
Thank you for purchasing GUNGRAVE™.
Please note that this software is designed only for use with the PlayStation®2 computer entertainment system. Be sure to read this instruction manual thoroughly before you start playing GUNGRAVE™. Also note that this instruction manual cannot be re-issued, therefore please keep it in a safe place.



CONTENTS

STORY 4
CONTROLS. 6
STARTING UP 8
SAVE & LOAD 9
HOW TO PLAY 10
HOW TO VIEW A SCREEN . 11
DEMOLITION SHOT . . 12
BOSS BATTLE. 14
RESULT. 15
BASIC TECHNIQUES . 16
CHARACTERS 18
STAFF 23
NOTES 24

GETTING STARTED



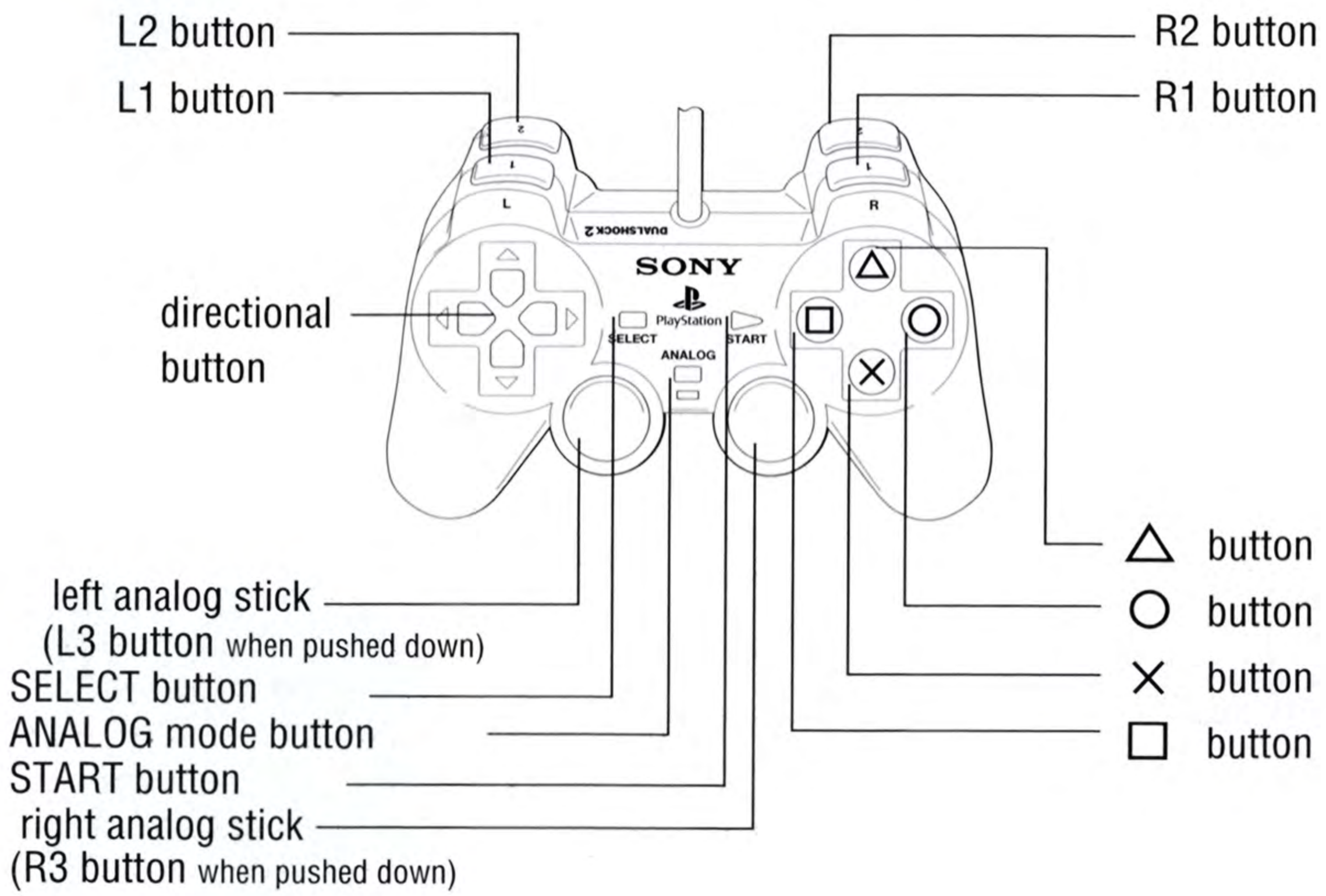
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the GUNGRAVE ™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB) (for PlayStation®2)
GUNGRAVE ™ supports MEMORY CARD slot 1. To save the game in GUNGRAVE ™, manually save and load the game data from the Main Menu. Insertion or removal of the memory card ((8MB) (for PlayStation®2) after switching the console on may cause data to be overwritten or lost.

GUNGRAVE ™ is a one-player game that is played using the DUAL SHOCK®2 analog controller. Connect the controller to be used to controller port 1.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



DUALSHOCK®2 analog controller

The DUALSHOCK®2 analog controller will default to ANALOG mode (mode indicator: Red) on boot-up. The vibration function can be turned ON/OFF from the Option Screen (P.8).

Rain drops fall from the sky, scrape through the buildings and sprinkle out as they turn into snow.

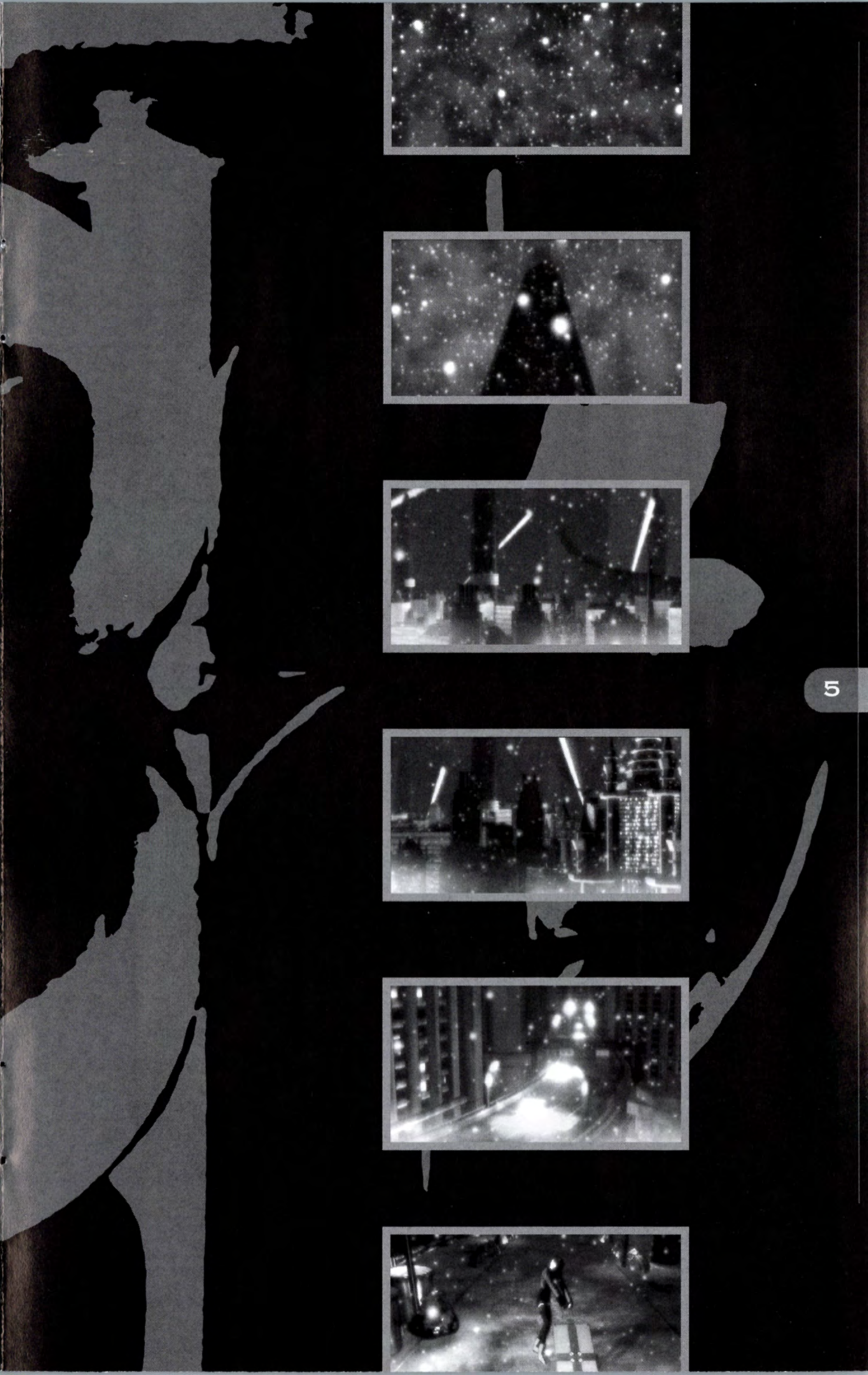
Everything begins from such tranquility.

In a back street at the bottom layer of the city, a girl is dragging a huge attaché case leaving a trail of blood wherever she goes. This mysterious girl's appearance awakened a killer named DEATH: BEYOND THE GRAVE with huge twin guns: "CERBEROS."

The Syndicate and its mutant bosses stand in the way of Grave, and pale humanoid creatures attack Grave with superhuman strength! Can you discover the relationship between Harry, the big boss of the Syndicate, and Grave and expose the mysterious girl??

In a colossal city of stratums uniting the sky and the earth, you will see Death in human form howl!

The roar of an anguished soul terminates everything that exists as it turns into a rave of bullets.



CONTROLS

GUNGRAVE ™ is compatible with the DUALSHOCK®2 analog controller. These are the default controls.

L2 button
Look back

L1 button
Lock onto enemies ahead of you

left analog stick
Move Grave. On the Menu Screen, move cursor.

SELECT button
Make a stylish pose during gameplay.

START button
Pause Game.

R2 button
Slow Mode.

R1 button
Attack surrounding enemies with the coffin carried on Grave's back.

△ button
Use a Demolition Shot (Special Technique)

Mode indicator

□ button
Shoot a regular weapon.

○ button
Run. Grave cannot shoot while running. Also cancel a selection at both Menu Screen and Movie Screen.

× button
Use with directional buttons to jump. Also use to enter a selection at the Menu Screen.

GUNGRAVE™ is designed only for use with the DUALSHOCK®2 analog controller. A DUALSHOCK® analog Controller is NOT available to use in this game. During gameplay the mode indicator remains lit up. The vibration settings can be switched ON/OFF at VIBRATION of GAME CONFIG in OPTION (P.8).

OTHER CONTROLS

Jump back & forth and right & left

left analog stick + ⊗ button

You can jump to any discretional directions with ⊗ button.

Shoot while jumping

▣ button to shoot while jumping with left analog stick + ⊗ button

You can shoot while jumping.

Vertical jump and move

left analog stick after pressing ⊗ button

Enter a direction after making a vertical jump to control landing.

Lock On

L1 button + left analog stick

To lock onto an enemy, move the left analog stick while pressing L1 button.This is effective when there are groups of enemies ahead of you. If the enemies are locked onto, Grave will be locked into facing this direction also.

Quick Move

L3 button (Push down left analog stick)

Move more quickly by pushing the left analog button (L3 button) down while moving. Shooting is also available while pressing L3 button.

Burst Mode (Rapid Fire Shot)

Press ▣ button repeatedly when standing still.

Stand still and keep pressing the ▣ button to start a Burst Mode. To change shooting directions, press the left analog stick from right and left after the burst begins.

Change directions

left analog stick + L2 button when standing still

While standing still, control the direction Grave faces using the left analog stick and the L2 button.

SLOW Mode (Must be unlocked)

R2 button

To turn on the SLOW Mode, enter Extras from the Options Screen(P.8). If this mode is set, the game screen will appear slow while pressing the R2 button.

STARTING UP

After inserting the GUNGRAVE™ disc into the console and turning on the power, the opening scene begins. Press any buttons to display the Main Menu on the Title Screen.

NEW GAME

Start a new game.

CONTINUE GAME

Resume gameplay from a previous game.

OPTIONS

Change game settings.

OPTIONS

Change settings such as gameplay settings, controller configuration and extra features. Details of each option item are as follows:

GAME CONFIG	Settings such as Difficulty, Vibration, Rapid Shooting and Blood Display can be switched to ON/OFF.
SOUND	You can adjust the volume of the BGM and sound effects, as well as Stereo or Mono.
KEY CONFIG	Change control settings.
DATA	Gameplay data of this game will be displayed.
EXTRA	Additional features. The more you proceed in the game, the more items will be unlocked.
SAVE & LOAD	Save or load updated settings or stages you have cleared.

SAVE

After clearing each stage, there will be an intermission. At the intermission screen, if you select "SAVE & QUIT" from the menu displayed at the top of the screen, game-data to this point will be saved onto a memory card (8MB)(For PlayStation®2) (sold separately).

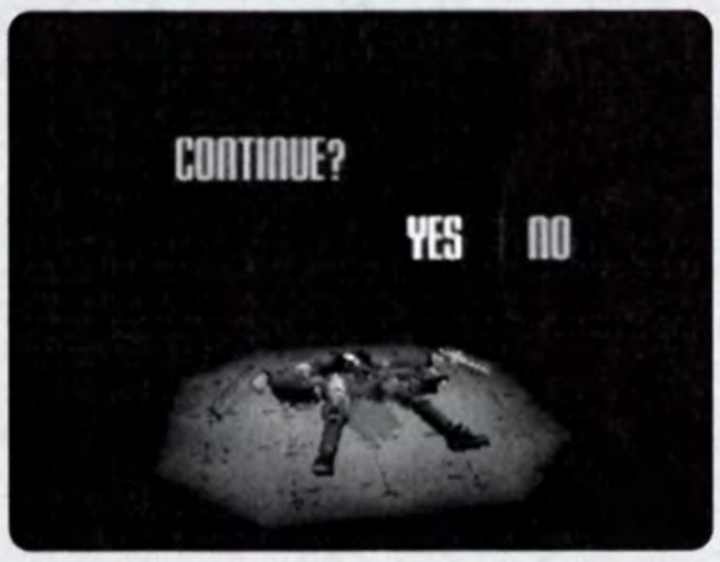
To save game data onto a memory card (8MB)(For PlayStation®2), insert a memory card (8MB) (For PlayStation®2) into MEMORY CARD slot 1.
At least 80KB of free space is required. Only one file can be saved onto a memory card (8MB)(For PlayStation®2). After game data is saved, you can either return to the Title Screen or resume gameplay.

LOAD

On the Title Screen, if CONTINUE is selected, you can re-start gameplay from a point where game data was saved onto a memory card (8MB) (For PlayStation®2).

CONTINUE

To restart gameplay from an area where Grave was killed, select YES on the CONTINUE Screen. If NO is selected, the game will be over.



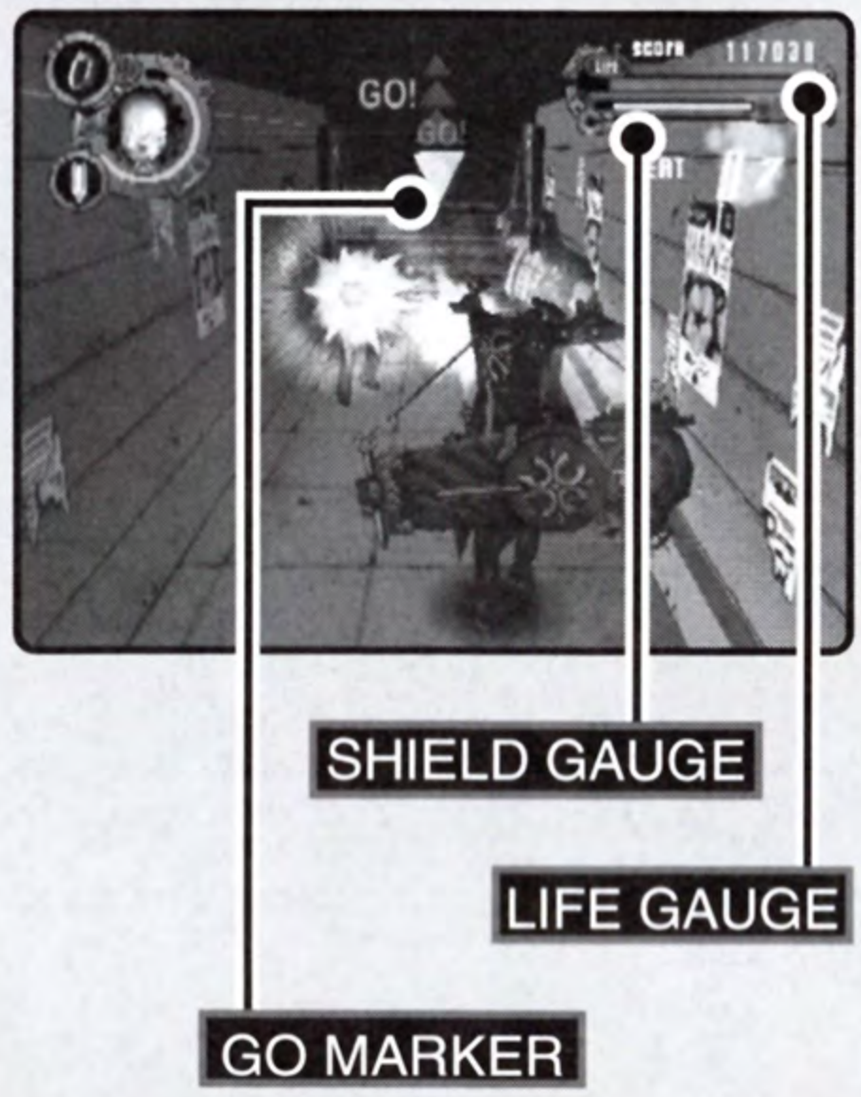
HOW TO PLAY

PURPOSE

You, as BEYOND THE GRAVE, have to proceed in the game by battling against members of the Syndicate.

You must defeat enemies one after another, using both your guns as well as the coffin on your back. As you progress, "GO!" will be displayed onscreen to indicate the direction you should head.

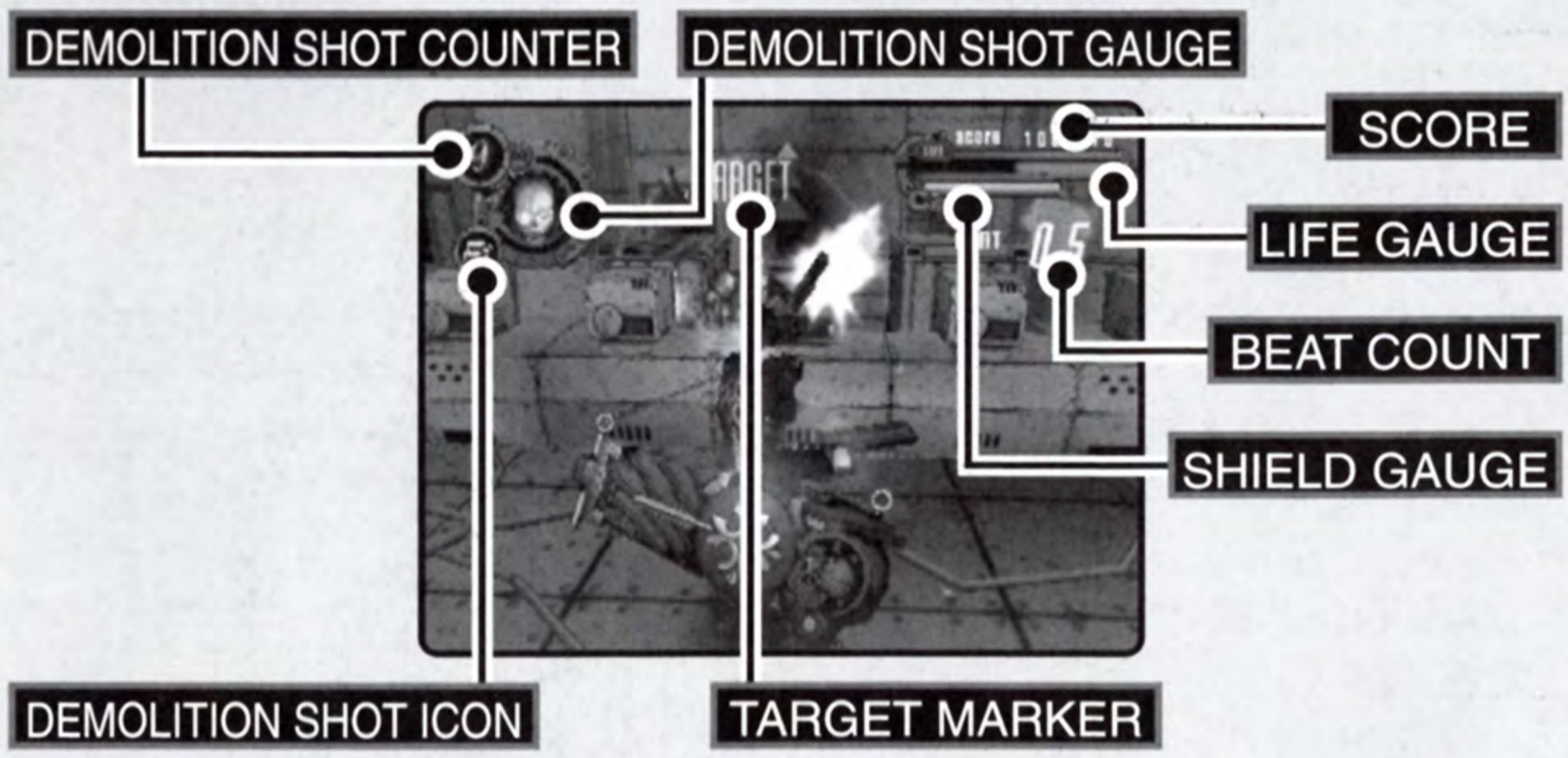
The "TARGET" sign will be displayed when a key enemy such as a boss appears. Defeat the target in each stage to clear the stage and proceed.



GAME OVER

The game will be over when the Life Gauge displayed in the top right of the screen drops to 0.

The Life Gauge drops when Grave is attacked with the Shield Gauge at 0, or if he's damaged by a bomb blast or exploding objects.



DEMOLITION SHOT GAUGE

This gauge increases when the Beat Count reaches a certain amount. If this gauge is full, you will receive more Demolition Shots (Refer to P.12).

DEMOLITION SHOT COUNTER

This counter shows how many Demolition Shots you have left. It can store up to 9 shots (Refer to P.12).

DEMOLITION SHOT ICON

This icon displays the type of Demolition Shot currently selected.

TARGET MARKER

This marks a key enemy or target you must defeat in order to proceed to the next stage. If no targets are on the screen, a "GO!" sign indicating where to go should appear.

SCORE

The current score. The score goes up by defeating enemies or destroying objects.

LIFE GAUGE

This gauge shows the physical strength of Grave. If it drops to 0, the game will be over.

SHIELD GAUGE

This gauge shows Grave's defensive power and it drops when he is attacked. If the Shield Gauge drops to zero, the Life Gauge will begin to drop. The Shield Gauge will replenish when Grave is not being attacked.

BEAT COUNT

This count goes up if you attack enemies or hit destroyable objects in rapid succession. When the count reaches a certain point, the Demolition Shot Gauge goes up (Refer to P.12).

DEMOLITION SHOT

The Demolition Shot is a special technique using a powerful weapon hidden in a coffin on Grave's back. Press the Demolition Shot button(△ button) to launch a shot when there is at least 1 charge shown in the DEMOLITION SHOT counter.

Number of times to use DEMOLITION SHOT

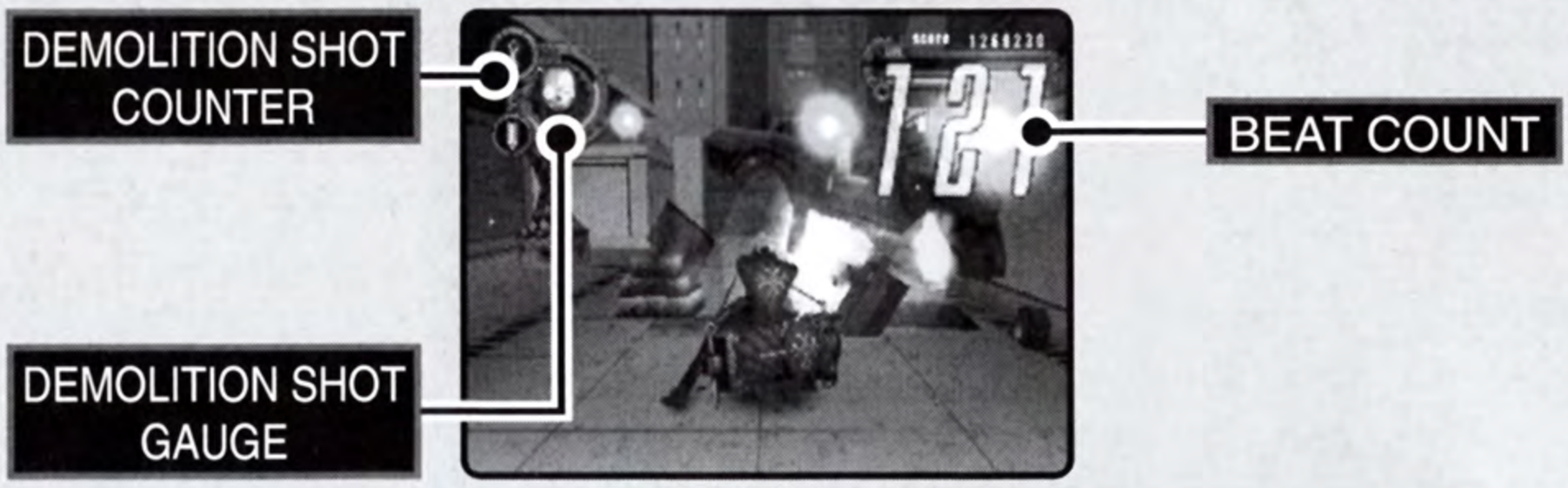
You can use the Demolition Shot only a limited number of times. The number of times you can use Demolition Shot is shown on top left of the screen. The number of Demolition Shot charges increases as the Beat Count is built up.

BEAT COUNT

Beat Count is a number displayed on the top right of the screen every time you hit objects. As you hit enemies or destroyable objects, the number increases. However, if a blaze around the skull disappears, the Beat Count returns to zero.

If the Beat Count builds up to a certain number, the Demolition Gauge at the top left of the screen fills up. The more the Demolition Gauge fills up, the more times you can use Demolition Shot. To get as many Demolition Shots as possible, keep the Beat Count increasing continuously.

The higher the Beat Count gets, the faster the Demolition Gauge builds up. Gain the advantage by shooting enemies and objects to keep the Beat Count going.



TYPES OF DEMOLITION SHOT

Choose a Demolition Shot from various types within the DEMOLITION SHOT Menu that is displayed by pressing the START button during gameplay. The type of Demolition Shot selected is shown at top left of the screen as an icon and can be used by pressing the △ button (by default).

DEATH BLOW

Fires a rocket bomb forwards, causing big damage to enemies!

BULLET DANCE

Fires a machine gun rapidly while spinning, causing damage to all nearby enemies!

RECOVER LIFE NOW

Restore the Life Gauge by using the Demolition Shot Counter. Choose "RECOVER LIFE NOW" to restore the Life Gauge within DEMOLITION SHOT on the Pause Screen.

As you receive more skulls after clearing stages, more Demolition Shots will become available.

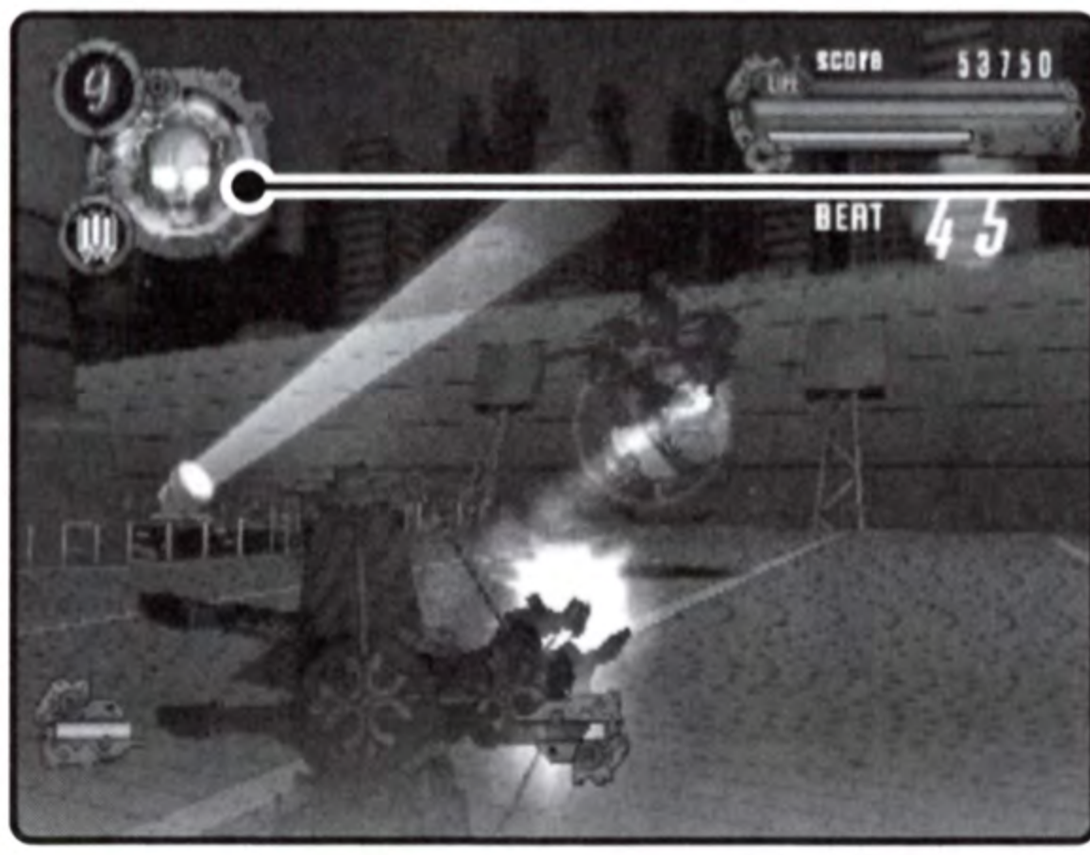
BOSS BATTLE

As you proceed through the game, you will confront various bosses of the Syndicate. In each battle against a boss, the battle will be one-on-one. Defeat the boss to clear the stage! The Life Gauge of the boss will be displayed in the bottom left of the screen.

C O L U M N

DEMOLITION SHOT specially designed for Boss Battles

After damaging the boss a certain amount, you will see a skull surrounded by blue flame in the center of the DEMOLITION SHOT Gauge. When you see this blue flame, press the Demolition Shot button(△ button) to use a super technique specially designed for boss battles.

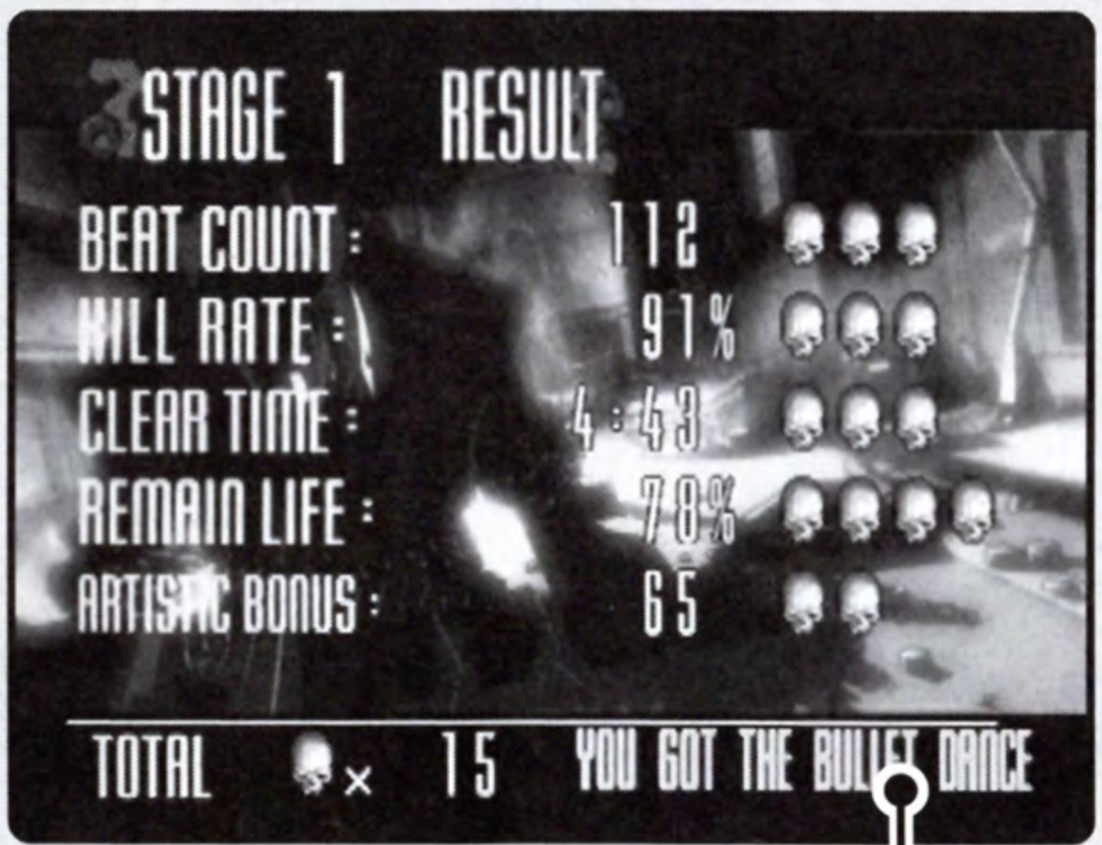


DEMOLITION SHOT GAUGE surrounded by blue flame

RESULT

After defeating the boss at the end of the stage, check out your stage score on the RESULTS Screen. The more skulls you see in each item, the better your score is. You can get up to 5 skulls per item.

The skulls obtained per stage will be accumulated, and when enough are accumulated, a new Demolition Shot will become available.



THE DEMOLITION SHOT YOU GAINED

BEAT COUNT	Displays the best Beat Count score on this stage.
KILL RATE	Displays the rate of defeating enemies on this stage.
CLEAR TIME	Displays the time it took to clear this stage.
REMAIN LIFE	Displays the remaining life when this stage was cleared.
ARTISTIC BONUS	Displays how cool you were in defeating enemies.

BASIC TECHNIQUES

Techniques of Shooting

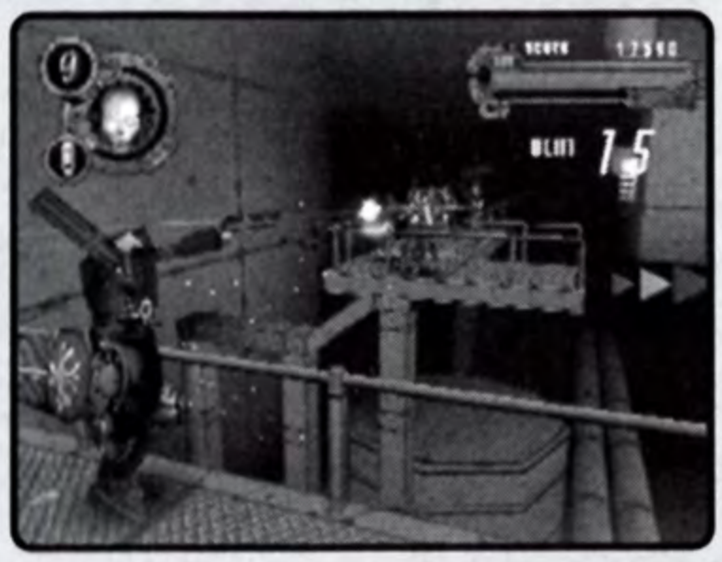
There are two main techniques for shooting. The first is called Burst Mode: while standing still, press the ▣ button rapidly to begin a burst. There is a lot of power here against groups of enemies, but it is more difficult to move. The other method is shooting while walking, or walking quickly. This method allows you to target enemies on all sides more easily.

Use the coffin to your advantage!

You can use the coffin Grave is carrying on his back to defeat enemies around you. Swing the coffin around only once to attack normal-sized enemies, and to defeat big-sized enemies, swing it twice. If you have defensive power to spare, approach enemies while shooting and when the enemies surround you, use the coffin to attack them all.

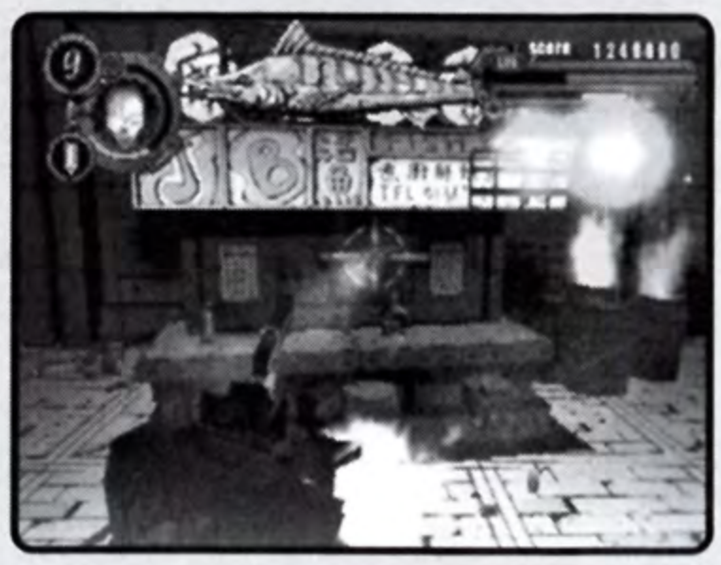
Lock On & Parallel Move

If several enemies are in the distance, use the Lock On. By using Lock On you can accurately shoot enemies and raise the Beat Count continuously. Press the L1 button and tap the ▣ button to defeat individual enemies rather than firing continuously.



BEAT

To do well, save as many Demolition Shots as possible! For example, in an unfavorable situation you can pause the game with the START button and consider how to fight back. Raise the Beat Count and save Demolition Shots. Figure out patterns of how enemies appear as well as locations of destroyable objects to raise the Beat Count continually, and keep the flame behind the BEAT COUNT blazing.



Shoot with style!

As mentioned on P.15, the ARTISTIC BONUS displayed on the Result Screen after clearing a stage shows how well you have defeated enemies. To get as many skulls as possible, follow the tips below.

- Shoot enemies close by.
- Jump and shoot enemies.
- Shoot enemies when you are just about to turn around.
- Shoot enemies using a special technique.
- Make a stylish pose.

Good-looking shots or attacks add more points to the ARTISTIC BONUS. Note that unfavorable attacks such as shooting enemies from a distance deduct points. Find the best way to defeat enemies!

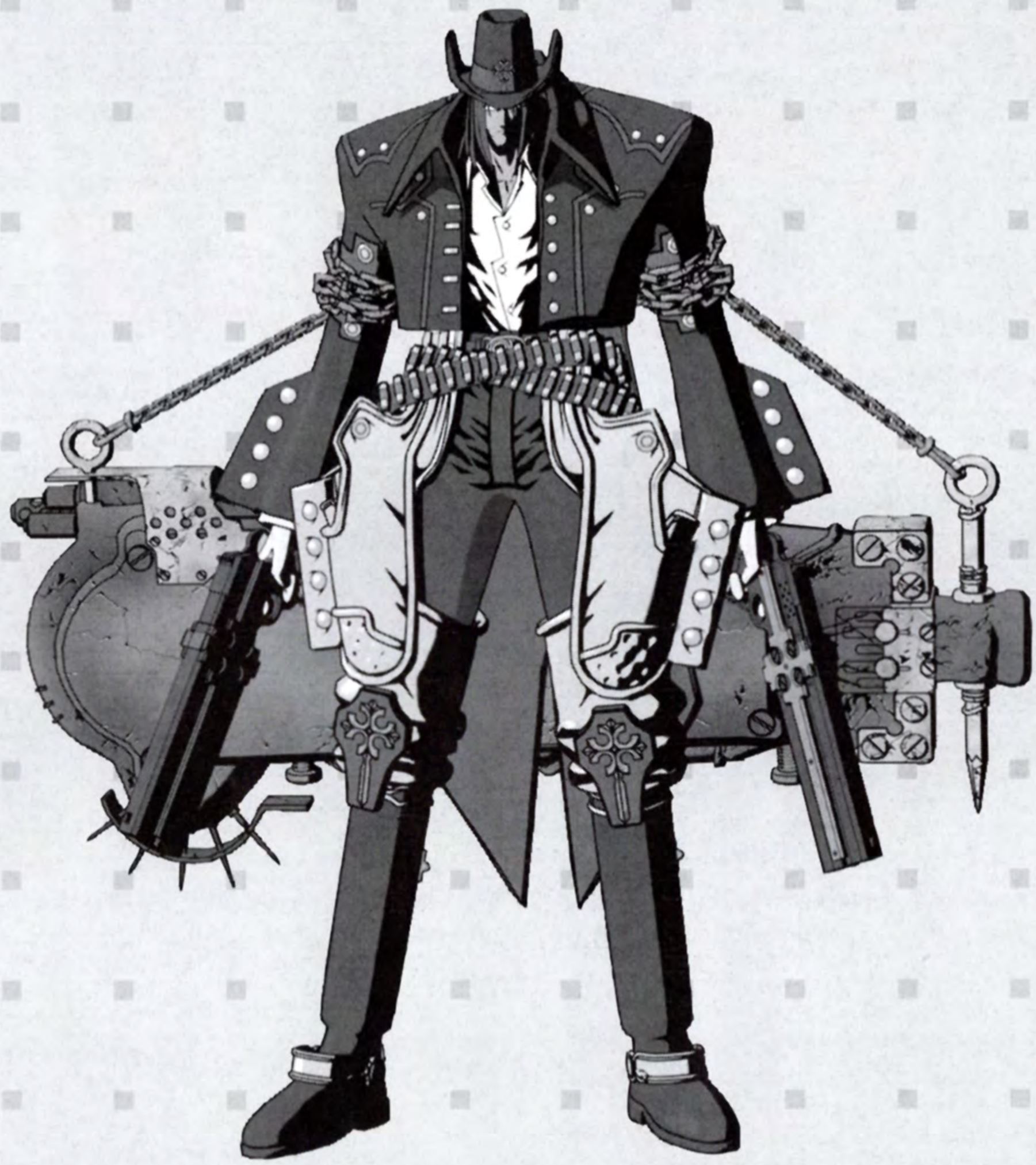
FADE AWAY SHOT

When you shoot while jumping from stairs or overhead locations, press and hold the ▣ button to perform a Full-Automatic shot. Also try this while diving to the side, or jumping backwards.

CHARACTERS

BEYOND THE GRAVE

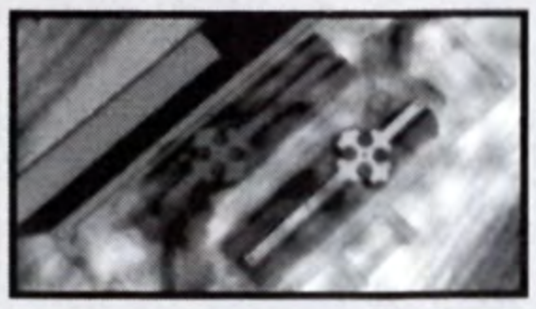
CV : N/A

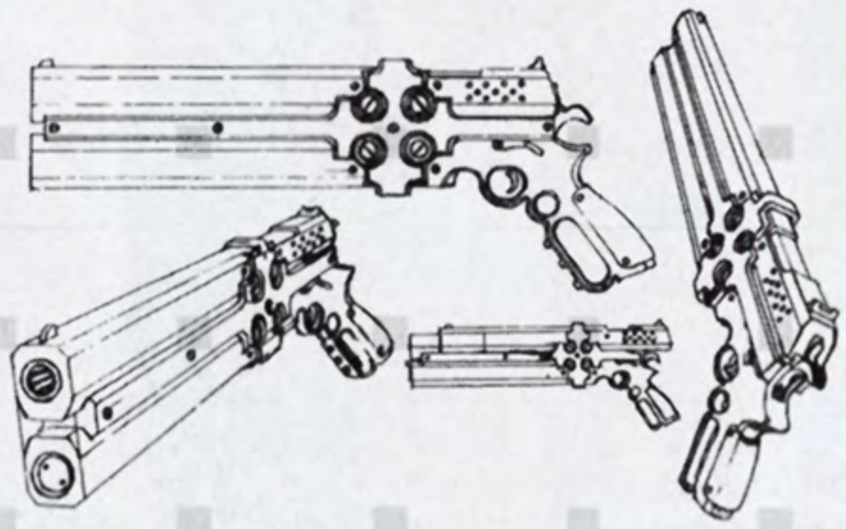


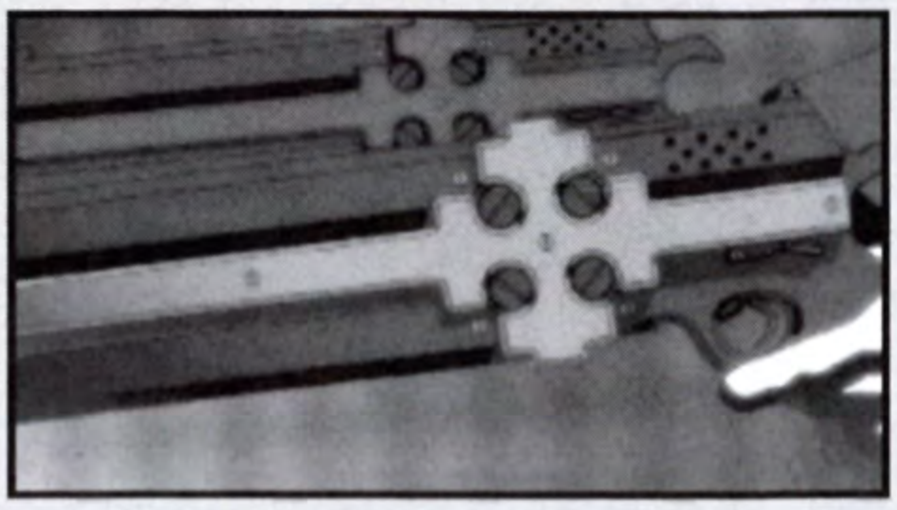
The hero of this story.
A killer called "DEATH" and feared by the Syndicate. Grave carries huge twin guns called "CERBEROS" in both hands and a coffin full of heavy armaments on his back.

CERBEROS

Huge twin guns left to Mika. The story behind how these guns were made and how they were brought back is unknown.

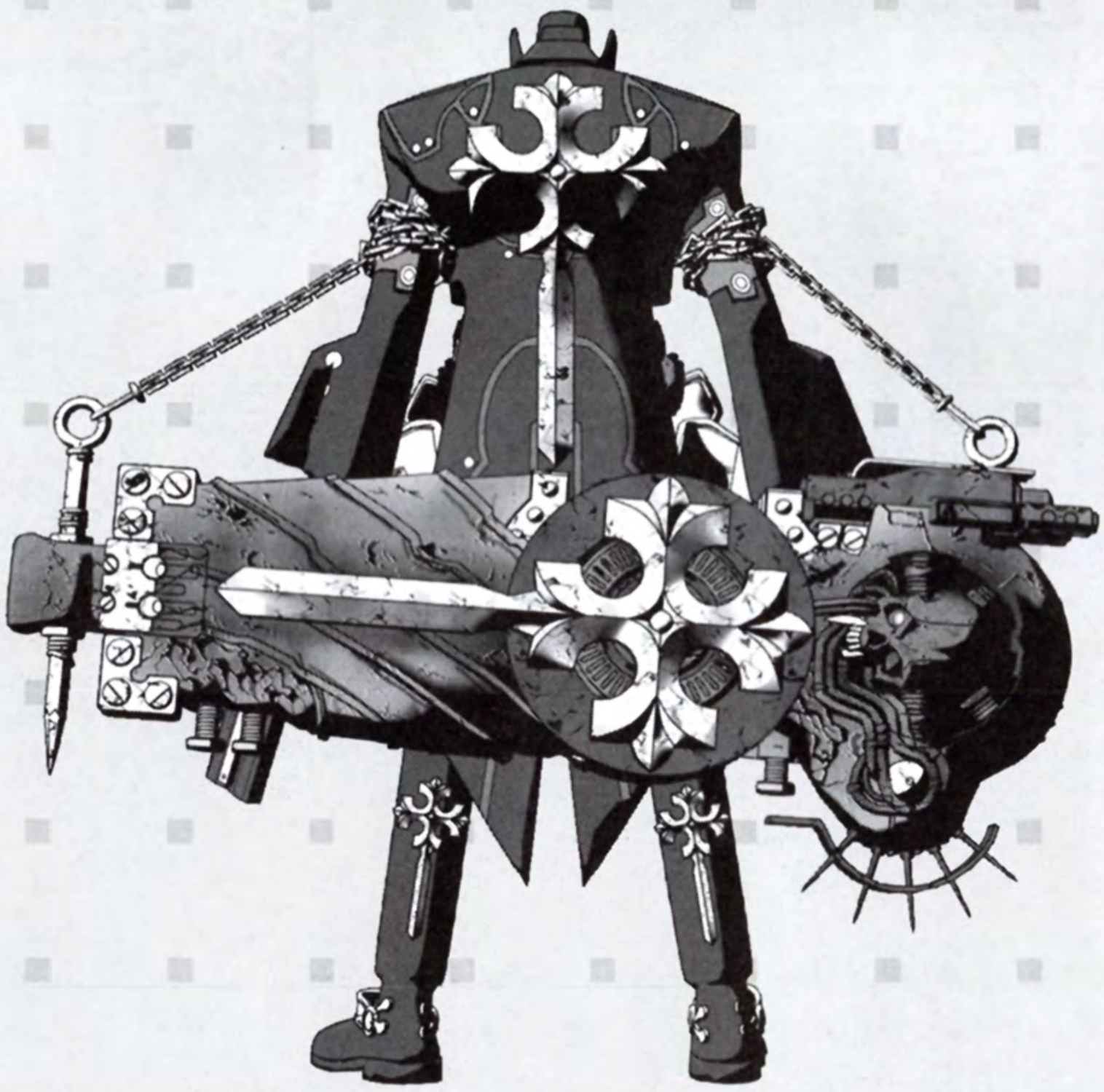






COFFIN

The coffin Grave carries on his back is full of heavy armaments.



CHARACTERS

MIKA ASAGI

CV : Tomoko Kawakami

A heroine in the story, and also the daughter of a woman Grave used to be in love with. Managed to run away from the Syndicate, and is having Grave eliminate Harry with the Cerberos. Despite her girlish looks, Mika has a strong will.

DR.T

CV : Motomu Kiyokawa

The only person Grave can seek for help, Dr.T brought Grave back to life and made him invulnerable. Together with Grave, Dr.T escaped the Syndicate and went into hiding in a town lying on the bottom stratum. It can only be assumed that he was a member of the Syndicate, but hardly anything is known about Dr. T or his possible relations with the Syndicate. Usually this old man remains silent, however, ever since he met Mika, he has begun to change and has started to reveal more about his past.

CHARACTERS

HARRY MACDOWELL

Used to be one of the key men bolstering the Syndicate with Grave, but after the disappearance of Big Daddy, he moved up to be a new boss. Also as an arriviste aiming for the top since Big Daddy was leading the Syndicate, Harry is so unmerciful that he is seeking even the life of Grave who used to be his protégé.

MARIA ASAGI

A woman Grave used to love, and wife of Big Daddy and mother of Mika. Her power makes it hard to believe any of the hard times Maria went through to move up from a poor life. It can be said Mika got her strong will from her mother. Maria gave the Cerberos to Mika to get Grave to kill Harry. Whether Maria is alive or dead is unknown.

BIG DADDY

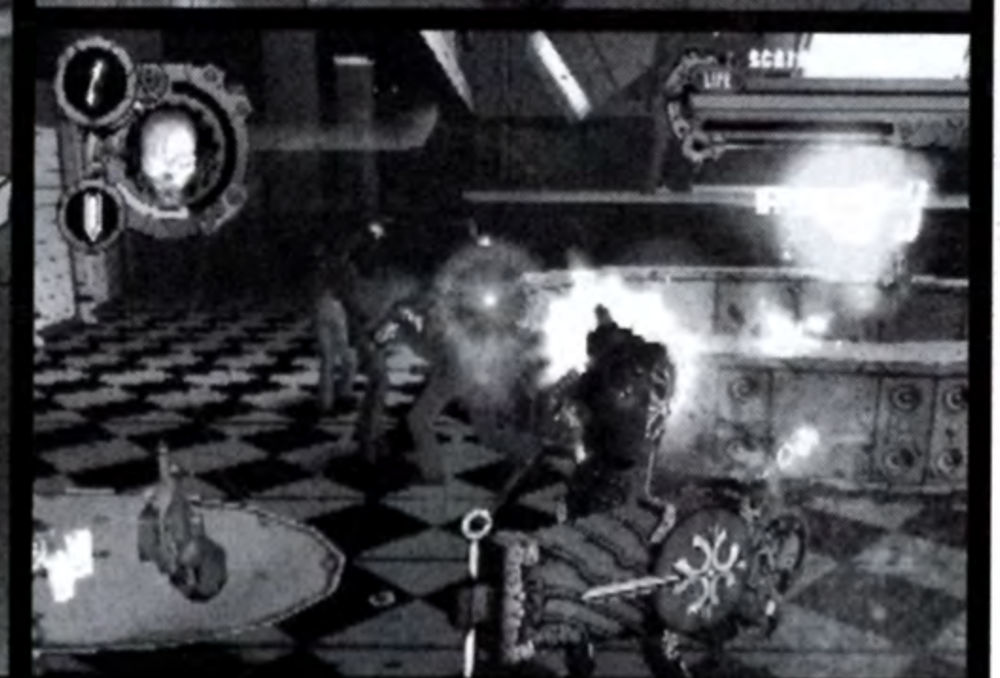
The former boss of the Syndicate. Despite his lifestyle of living in the dark side of the world, he has garnered much admiration from people for what he is and his generosity. To leave the Syndicate to the next generation, he was planning on strengthening it. Although broad-minded, his ultimate goal was to find harmony in thought. After Graves death, he disappeared once, however met again with Grave as a different-looking monster due to Harry's conspiracy.

BALLADBIRD LEE

BEAR WALKEN

BUNJI KUGASHIRA

BOB POUNDMAX



STAGE ONE
BAR

Somewhere in space, there is a planet about which little is known...its age, or even its exact location. On the planet sprawls a colossal city, in which every building snuggles up against a mysterious, lofty tower that towers over the center of the metropolis. People spend their lives divided into separate strata, seldom leaving their sections of the city.

The higher strata are occupied by a select elite, secluded from the majority of the population that lives in the lower layers. Under them lie the bottom strata, where not a day goes by without violence and bloodshed. Lower still, underneath everything, lie corpses from ages past...decaying, but still supporting the enormous city and those who live there.

STAFF

CAST

BIG DADDY . . . . . IEMASA KAYUMI
HARRY MACDOWELL . . . . . TUTOMU ISOBE
MARIA ASAGI . . . . . KIKUKO INOUE
MIKA ASAGI . . . . . TOMOKO KAWAKAMI
DR.T . . . . . MOTOMU KIYOKAWA
BOB POUNDMAX . . . . . CHAFURIN
BALLADBIRD LEE . . . . . MASAYA ONOSAKA
BEAR WALKEN . . . . . RYUZABURO OOTOMO
BUNJI KUGASHIRA . . . . . FUMIHIKO TACHIKI
MEN . . . . . KAZUYA KOBAYASHI
& NOBUAKI KANEMITU
WOMEN . . . . . MASAKO OUKISHIMA

ORIGINAL CONCEPT & CHARACTER DESIGN . . . . . YASUHIRO NIGHTOW
MECHANIC DESIGN & GUEST CHARACTER DESIGN . . KOSUKE FUJISHIMA
MECHANIC DESIGN COOPERATION . . . . . NORIYUKI ZINGUZI
MUSIC . . . . . TSUNEO IMAHORI
LOGO DESIGN . . . . . MAHIRO MAEDA

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CHARACTER MOTION . . . . . JUN-ICHI KAMIYA(IKUSABUNE)
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MOVIE PRODUCTION . . . . . "TEAM ROMANoV"
ROMANoV HiGA, KEI NAKABAYASHI,
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<MUSIC PRODUCTION>

All music composed and arranged by TSUNEO IMAHORI
"Here comes the rain" Lyrics by RAJ RAMAYYA, composed & Arranged by TSUNEO IMAHORI, Vocal RAJ RAMAYYA, recorded by TATSUYA KAWAKAMI TSUNEO IMAHORI, mixed by TATSUYA KAWAKAMI, directed by YUKAKO INOUE, orginal soundtrack, Victor Entertainment,Inc.

SOUND PRODUCTION

SuperSweep co.,ltd.
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SOUND CREATORS . . . . . YOUSUKE YASUI & AYAKO SASAO

SISWORKS INC
SOUND PRODUCER . . . . . KEIICHI SHIRAISHI (SIS WORKS)
SOUND SUPERVISOR . . . . . TOMOHIRO NISHIMURA
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AR STUDIO . . . . . MUSIC BRAINS INC, AMG STUDIO, MARUNI STUDIO

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SHONENGAHOSHA . . . . . YOSHIYUKI FUDETANI
MADHOUSE . . . . . MASAO MARUYAMA, MASAO MOROSAWA
KAIYODO . . . . . SHUICHI MIYAWAKI, KINEO MURAKAMI, MAKO SHIOI, AND ALL KAIYODO STAFF

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